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The Pokémon Company

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NINTENDO DS™



INSTRUCTION BOOKLET

EmuMovies

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



Wireless DS
Multi-Card
Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

NEED HELP PLAYING A GAME?

Recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.

If the information you need is not on the Power Line, you may want to try using your favorite Internet search engine to find tips for the game you are playing. Some helpful words to include in the search, along with the game's title, are: "walk through," "FAQ," "codes," and "tips."



The Pokémon Company



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This is *Pokémon White Version*. The types and likelihood of Pokémon that appear differ from *Pokémon Black Version*. *Pokémon Black Version* and *Pokémon White Version* can communicate, battle, and trade only with each other.

Note: After completing the main story, you can communicate with *Pokémon Diamond, Pearl, Platinum, HeartGold, and SoulSilver Versions* to transfer Pokémon to your game. Pokémon transferred in this way cannot be sent back.

Note: It is not possible to communicate with Game Boy™, Game Boy Advance™, and Nintendo GameCube™ Pokémon series titles. This game is also incompatible with the Wii™ title *Pokémon Battle Revolution*, the WiiWare™ title *My Pokémon Ranch*, the Nintendo DS series *Pokémon Ranger* games, and the Pokéwalker™ accessory.

POKÉMON WHITE VERSION

HOW TO PLAY

BEGINNING YOUR ADVENTURE

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CATCHING AND TRAINING POKÉMON

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CATCHING AND TRAINING POKÉMON **P. 19-20**

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GETTING CONNECTED TO EXPAND YOUR GAME

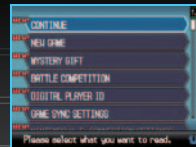
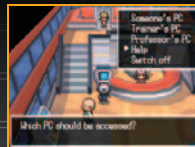
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If you need help during your adventure, visit the Pokémon Center (see page 21), and choose “Help” from the PC menu.



YOUR ADVENTURE BEGINS

◆ WHAT ARE POKÉMON?

In this world live creatures called Pokémon. Pokémon come in all shapes and sizes and live in a variety of locations. Humans and Pokémon have lived together in harmony for ages. Nevertheless, there are still numerous mysteries surrounding them. In order to find out more about these creatures, many scientists—such as Professor Juniper of Nuvema Town—have dedicated their lives to Pokémon research.

◆ BEGINNING YOUR ADVENTURE

One day, you and your friends, Cheren and Bianca, each receive a Pokémon from Professor Juniper, who asks you to travel throughout the Unova region in order to encounter every kind of Pokémon there is and to complete the Pokédex. After choosing your first Pokémon, who will also be your partner on this journey, your adventure begins.

◆ CHANGING SEASONS

The Unova region has four distinct seasons. Enjoy the differences between spring, summer, autumn, and winter as the seasons change throughout your adventure. Seasons change once per month of real time using the clock feature of the Nintendo DS™ system.



OBJECT OF THE GAME

◆ SET OUT FOR ADVENTURE IN THE UNOVA REGION!

In the massive Unova region, you will find everything from a sprawling metropolis, lined with skyscrapers, to a vast wilderness, full of greenery. The ultimate goal of your adventure is to cross paths with many people and cooperate with Pokémon to shine as a Pokémon Trainer.



◆ MEET AND CATCH MANY DIFFERENT POKÉMON!

Something to work toward in the game is to complete your Unova Pokédex by meeting and catching as many different kinds of Pokémon as you can.

Note: In order to catch all the Pokémon in the Unova region and complete your Pokédex, you must connect with other Pokémon versions, such as *Pokémon Black Version*.



◆ BECOME THE BEST TRAINER EVER!

Also, you'll want to improve your skills as a Pokémon Trainer. During your adventures, you'll battle wild Pokémon, as well as battling other Trainers. Both types of battle will help you and your Pokémon become better and stronger. In the Unova region, there are places called Pokémon Gyms, where you can test your skills. Defeat the powerful Gym Leaders to move toward becoming the best Pokémon Trainer ever.

MAIN CHARACTERS

Here are some of the main characters that appear in *Pokémon White Version*.

Professor Juniper

Professor Juniper is a scientist in Nuvema Town who researches Pokémon. She gives you your first Pokémon and a Pokédex.



Bianca

Although her anxious father tries to stop her, your friend Bianca joins you on your journey. She likes to do things at her own pace, but she is also very dedicated and hardworking.



Cheren

Although your friend Cheren can be a bit hard to deal with at times, he is very reliable and will embark on your journey with you.



N

N is a young man who you will encounter many times throughout your journey. His motives are wrapped in mystery.



GYM LEADERS AND BADGES

If you are able to beat a Gym Leader, you'll receive an official Pokémon League Badge. The number of Badges you obtain determines what level of traded Pokémon will follow your orders.

Striaton City / CHILI, CRESS & CILAN



TRIO BADGE

Pokémon up to Lv. 20 obey you.

Castelia City / BURGH



INSECT BADGE

Pokémon up to Lv. 40 obey you.

Driftveil City / CLAY



QUAKE BADGE

Pokémon up to Lv. 60 obey you.

Icirrus City / BRYCEN



FREEZE BADGE

Pokémon up to Lv. 80 obey you.

Nacrene City / LENORA



BASIC BADGE

Pokémon up to Lv. 30 obey you.

Nimbasa City / ELESIA



BOLT BADGE

Pokémon up to Lv. 50 obey you.

Mistralton City / SKYLA



JET BADGE

Pokémon up to Lv. 70 obey you.

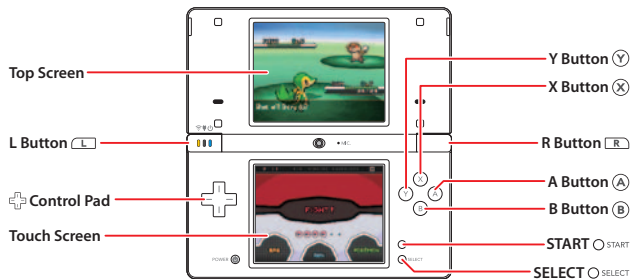
Opelucid City / IRIS



LEGEND BADGE

All Pokémon obey you, regardless of level.

BASIC CONTROLS



- + CONTROL PAD** Move around in the field or move the cursor on menu screens.
- A BUTTON** Select a command, talk to a person in front of you, check out an item in front of you, or scroll through text.
- B BUTTON** Return to the previous screen or cancel a command.
- X BUTTON** Open and close the menu (see page 14).
- Y BUTTON** Open the Ready button menu (see page 16).
- START** Start the game, organize items in the Bag, or move the cursor to OK to exit.
- SELECT** Rearrange items in your Bag and items registered to your Ready button menu.

Tap the buttons on the Touch Screen to confirm or scroll through text.

In this Instruction Booklet, an **orange frame** surrounds the top screen and a **blue frame** surrounds the Touch Screen.

STARTING THE GAME

1 Make sure the Nintendo DS system is turned off. Insert the *Pokémon White Version* Game Card into the Game Card slot on the back of the system and push until it clicks into place.

2 After you turn the power on, the Health and Safety Screen is displayed (shown to the right). Read the information, then tap the Touch Screen to continue.

3 Tap the *Pokémon White Version* panel on the Nintendo DS Menu Screen to start the game.

Note: The screens shown to the right are those of the Nintendo DSi™ and Nintendo DSi XL™ systems.

Note: If you set the Nintendo DS or Nintendo DS Lite to Auto Mode, the game will automatically start after the Health and Safety Screen is displayed.

4 Select “NEW GAME” on the Main Menu and press **A** to start the game.



MAIN MENU

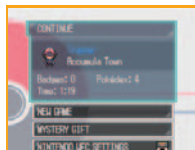
These are some options that appear on the Main Menu.

Continue

Continue playing from the last place you saved (see page 15).

Note: “CONTINUE” will be added to the Main Menu after you save the game.

Note: If you choose “CONTINUE” after obtaining the C-Gear, you will be asked “Launch C-Gear communications?” Fully read the warning displayed on the Touch Screen before choosing whether to turn it on.



■ Mystery Gift

Use wireless communications to receive Mystery Gifts. Once received, you can resume your adventure and visit the deliveryman in the Pokémon Center (see page 21) to receive the Mystery Gift.

Note: Mystery Gifts are sometimes distributed at events and retail stores for limited periods of time.

■ Game Sync Settings

You can obtain and check your Game Sync ID at the Game Sync Settings menu in the game. Then, visit the official Pokémon Global Link website at www.pokemon-gl.com, complete the user registration, and log in. After logging in, enter your Game Sync ID, and you can enjoy features of the Game Sync (see page 55).

Note: "GAME SYNC SETTINGS" appears on the Main Menu after you reach a certain point in the adventure.

■ Nintendo WFC Settings

Select this to access Nintendo Wi-Fi Connection (Nintendo WFC) configuration for Nintendo DS and Nintendo DS Lite systems (see page 40).

See page 26 for information about Nintendo DSi and Nintendo DSi XL systems.

■ Mic Test

Select this to perform a mic test. Speak into the microphone. If Jigglypuff reacts, the microphone is operating correctly.

If you close the Nintendo DS while playing, it goes into Sleep Mode automatically. Open it to resume your game.

Note: If you close the Nintendo DS while it is communicating or when the C-Gear is turned on (see page 27), it will not go into Sleep Mode. Please be mindful of battery usage.



THE MENU SCREEN

During your adventure, you can press ⊗ to bring up the menu on the Touch Screen. Tap the buttons on the Touch Screen to navigate the menu. Alternatively, you can use the + to navigate the menu and press Ⓐ to confirm the selection.

Note: Some selections will be added to the menu screen as you progress through your adventure.



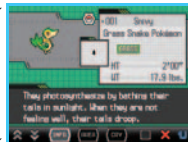
POKÉMON

View information on the Pokémon in your party, change their order, or give them items to hold. If a Pokémon has learned a move that can be used in the field (see page 23), it can be selected for use here.



POKÉDEX

Information is recorded here about Pokémon you see and catch. In addition to reviewing a Pokémon's data, you can listen to its cries and check out where it lives.



BAG


You can view and use your items here. Tap the Touch Screen or press Left or Right on the ⬅➡ to change Cases. If the items you are holding cannot fit on one page, press Ⓐ or Ⓑ to switch pages. Tap Ⓐ at the bottom of the screen to automatically organize the Case you are currently viewing.

Note: Bag styles differ for boys and girls.





YOUR NAME (TRAINER CARD)

View your Gym Badges. Tap  in the lower left part of the screen to view your Trainer Card. You can also set how you'll appear to others when in Tag Mode and what message will be displayed.




SAVE

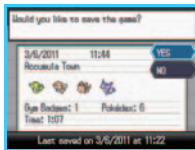
You can save your game at any time, except during a battle, an event, or when using one of the communication features. By choosing "CONTINUE" on the Main Menu, you can continue playing from the last place you saved (see page 12).

Note: Do not turn the Nintendo DS system off or remove the Nintendo DS Game Card until the game has finished saving.

Note: If you select "NEW GAME" and already have a saved game, you will not be able to save. If you would like to start a new game and save, you must delete your existing saved game before you start playing the new game (see "How to Delete a Saved Game").

How to Delete a Saved Game

If you would like to completely delete your saved game, press Up on the , , and  simultaneously at the title screen. Once you have deleted your saved game, it can't be recovered. All Pokémon and items will also be lost.



Title Screen

OPTIONS

Change certain game settings, such as Text Speed, Battle Style, and Sound. After any settings are changed, select "CONFIRM" at the bottom of the menu to save the changes.

Battle Scene

Turn Battle Animations "ON" or "OFF."

Note: If "OFF" is selected, the animations of the Pokémon's moves during a battle will not be shown.

Battle Style







Choose one of these Battle Styles to use when battling Pokémon Trainers.

- SHIFT** You may switch Pokémon when your opponent's Pokémon has fainted.
- SET** You will continue to battle with your currently selected Pokémon after your opponent's Pokémon has fainted.

Save before IR

Choose whether or not to save before using the Infrared Connection (see page 28) function of the C-Gear.

ABOUT THE READY BUTTON MENU

If  appears at the bottom of a menu screen, you can tap it or press  to check the box  and register a shortcut to that menu screen to the Ready button. Certain Key Items in your Bag can also be registered. You can then press  in the field to open the Ready button menu. Then, select any Key Items or menu screen shortcuts you have registered, and press  or  to use an item or go to a menu screen.

Note: You can register up to 25 items or menu screen shortcuts to the Ready button.



ABOUT BATTLES

When a battle starts, the Pokémon on the top left of your party Pokémon will appear first. If you win, each Pokémon that participated in the battle receives a share of the Experience Points (see page 20). However, if all of your Pokémon faint, you'll lose the battle, lose some of your prize money, and be returned to the last Pokémon Center you used.

THE BATTLE SCREEN

Gender and Level of Opponent's Pokémon

Pokémon You've Caught Will Have a  Symbol

HP of Opponent's Pokémon



Your Pokémon's Gender and Level

Your Pokémon's HP

Experience Points

HP

Pokémon health. When HP is 0, the Pokémon faints and can't battle anymore.

EXPERIENCE POINTS

Experience Points in the current level. When the gauge fills, the Pokémon gains a level.

Your Party Pokémon



Opponent's Party Pokémon (not displayed when fighting wild Pokémon)

FIGHT

Display the moves your Pokémon knows. As long as a move has Power Points remaining, it can be used, but if the move's PP is 0, the move cannot be used.

BAG

Gain access to helpful items. During Link Battles, this becomes "LAUNCHER."

RUN

Attempt to escape from battle. (It may fail.)

POKÉMON

Switch Pokémon or look at a Pokémon's summary.

SWITCH POKÉMON

Select "POKÉMON" on the battle screen to display your party Pokémon. Choose the Pokémon you want to switch and then touch "SHIFT."

FIGHTING WILD POKÉMON

Wild Pokémon may attack in places such as caves and grassy areas. When they do, you can use a Poké Ball (or another type of Ball) to catch them (see page 19).

BATTLING A POKÉMON TRAINER

If you make eye contact with a Trainer, walk in front of one, or talk to one, the Trainer will challenge you to a battle. You cannot run from a battle against a fellow Pokémon Trainer. To win the battle, defeat all of your opponent's Pokémon. If you are victorious, you will be rewarded with prize money.

Note: You cannot capture an opponent's Pokémon.

WHEN STATUS IS AFFECTED

When your Pokémon gets hit by an opponent's attack, it might be affected by some of the following status conditions: **Poison, Paralysis, Sleep, Frozen, Burned, Confused**, and so on. In order to heal these status conditions, use an item or take your Pokémon to a Pokémon Center to help it recover.

Note: Confused status will be cured automatically after the battle ends.

FAINT

When its HP reaches 0, the Pokémon faints and can no longer battle.



CATCHING POKÉMON

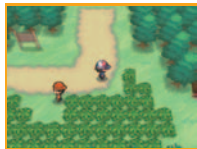
While in battle with a wild Pokémon, tap “BAG,” then select “POKÉ BALLS.” Select a Poké Ball you want to use and tap “USE” to throw it at the Pokémon to try to catch it. After you have caught the Pokémon, you can give it a nickname.

Note: If you already have six Pokémon in your party, the newly caught Pokémon will be transferred automatically to Someone’s PC (the Pokémon Storage System).



WHERE TO FIND POKÉMON

Pokémon inhabit caves and areas with tall grass. Pokémon might appear when you are crossing a lake or ocean using the HM Surf. You may also encounter Pokémon inside rustling patches of tall grass or where clouds of dust rise inside caves.



TIPS FOR CATCHING POKÉMON

If you use a Poké Ball on a wild Pokémon that has taken very little damage, it is highly likely to break free of the Poké Ball. You must first weaken the Pokémon by attacking it until its HP is low. It will also be easier to catch the Pokémon if you inflict Paralysis, make it Sleep, and so on.

TRAINING POKÉMON

EXPERIENCE POINTS

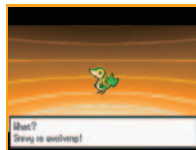
When you win a battle, Experience Points are given to Pokémon that fought in the battle. When the Experience Point gauge fills completely, a Pokémon’s level goes up.

■ **Tips on Raising Low-Level Pokémon**

Place the Pokémon whose level you want to raise in the first slot (the top left) of your Pokémon party. Immediately switch to another Pokémon as soon as you enter battle. The higher the opponent Pokémon’s level is in comparison to your Pokémon, the more Experience Points your Pokémon will receive when the opponent Pokémon is defeated. Pokémon that you received by trading with other players will also receive more Experience Points than Pokémon that you obtain normally.

POKÉMON EVOLUTION

Some Pokémon evolve and change form as they grow. A Pokémon can evolve when its level increases, through the use of certain items, if it is traded (see page 26), and so on.



POKÉMON EGGS

At a certain point in the game, if you leave two of your Pokémon at the Pokémon Day Care that you find along your journey, you may return to find an Egg. Eggs will hatch if you keep them in your party long enough.

BUILDINGS IN TOWN

There are many different buildings and houses in the Unova region. As you walk around, be sure to check out everything and chat with everyone you meet. You might obtain some useful information.

POKÉMON CENTER

The people here will heal your injured Pokémon for free. You can also use the PC here. A Pokémon Center is the most useful place a Pokémon Trainer can visit!

Note: Communication play can be done on 2F (see page 26) of a Pokémon Center.

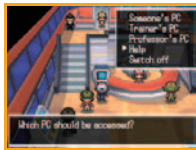
■ Healing Your Pokémon

Give your Pokémon to the attendant behind the counter to completely recover their HP and PP. Your Pokémon will also recover completely if they have fainted, are afflicted with Poison, and so on.

■ PC

By using a PC, you can store or withdraw your Pokémon you've caught. You can also organize your Mail and have your Pokédex rated.

You can select "Help" to access useful information in-game.



■ Battle Box

The Battle Box can be accessed using Someone's PC. You can assign a group of one to six Pokémon, separate from your party Pokémon, to be used in Link Battles. If you have no Pokémon assigned to your Battle Box, you will use your party Pokémon in Link Battles.

■ Poké Mart

Poké Marts are located inside Pokémon Centers. Poké Marts in different towns sell different things. The number of Gym Badges you have affects what you can buy.



MUSICAL THEATER

This facility, located in one of the cities, is where Pokémon Musicals take place. Select the Pokémon you wish to have perform in the Musical, and use Props to dress it up. Your Pokémon will then appear on stage and perform the Musical. Impress the audience with your Pokémon's charm. You can join up with your friends using Infrared Connection or wireless communications and perform together.



VARIOUS ITEMS

There are various items available to you in the game. You can obtain items by buying them at stores and finding them during your journey.

TMS AND HMS

Both Technical Machines and Hidden Machines allow your Pokémon to learn new moves, and both can be used as often as you like. Different kinds of Pokémon will be able to learn different moves.

Moves that Can Be Used in the Field

There are moves that can be used both in battle and in the field. They can even be used in the field when the Pokémon who has learned the move has fainted.

- CUT** Instantly cut down trees that block the road.
- FLY** Return to a town or city you've previously visited.
- SURF** Move across water, such as the sea or rivers.
- STRENGTH** Push heavy rocks.
- WATERFALL** Climb up torrential waterfalls.
- DIVE** Dive deep under the sea.

KEY ITEMS

Important items for your adventure. These can be obtained during your journey.

- PAL PAD** You can register the Friend Codes of players who you communicate with.
- VS. RECORDER** Record Link Battles with friends and battles that take place in special facilities. To watch recorded battles, start the Vs. Recorder and tap the button marked "TAP HERE!" on the Touch Screen. You can also send recorded battles to other Trainers (see page 50).

TRANSFER POKÉMON FROM PREVIOUS NINTENDO DS POKÉMON SERIES TITLES

You can transfer Pokémon caught in the Nintendo DS Pokémon series *Pokémon Diamond*, *Pearl*, *Platinum*, *HeartGold*, and *SoulSilver Versions* (referred to collectively below as DS Pokémon series) to *Pokémon White Version*. In order to do this, you must use Poké Transfer in the Poké Transfer Lab located on Route 15.

Note: To transfer Pokémon, you'll need to have obtained the National Pokédex in *Pokémon White Version*. You can do this after completing the main story.

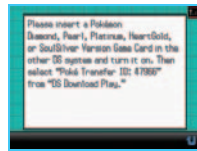
Note: You can only transfer Pokémon from an English version DS Pokémon series game.

HOW TO USE POKÉ TRANSFER

- 1 Insert the *Pokémon White Version* Game Card into the Game Card slot of one Nintendo DS system, and a DS Pokémon series Game Card into the Game Card slot of another Nintendo DS system. Push the Game Card until it clicks into place on both systems, and then turn the power on.
- 2 First, use Poké Transfer in *Pokémon White Version*. When the screen shown to the right is displayed, use the Nintendo DS system with the DS Pokémon series Game Card inserted in it and tap the "DS Download Play" panel on the Nintendo DS Menu Screen. Then, select "Poké Transfer ID: [Trainer ID number]."

Note: You can view your Trainer ID number in *Pokémon White Version* on your Trainer Card (see page 15).

Note: Poké Transfer cannot be used if you have fewer than six empty spaces in your *Pokémon White Version* PC Box.



(The screen shown is that of *Pokémon White Version*.)



- 3 When the transfer is completed on the Nintendo DS system with the DS Pokémon series Game Card inserted in it, you can select up to six Pokémon to transfer to *Pokémon White Version*. Using the stylus, move the Pokémon you wish to transfer from the PC Box to the spaces on the right.

Note: Poké Transfer cannot be used if there are not at least six Pokémon in the PC Box in the DS Pokémon series game.

Note: Some Pokémon cannot be transferred. Pokémon that have learned a hidden move or are holding an item can't be transferred.

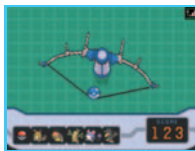
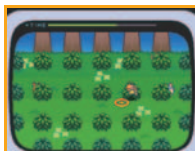
Note: The Pokémon transferred will disappear from their original DS Pokémon series Game Card. Please be careful—once transferred, Pokémon will never be able to go back to their original DS Pokémon series Game Card.

- 4 The Poké Transfer game will begin on the Nintendo DS system with the DS Pokémon series Game Card inserted in it. Use the Touch Screen to pull back the Poké Ball towards you, aim for a Pokémon hiding in the patch of grass, and release the Poké Ball. If you succeed in hitting the Pokémon with the Poké Ball, it will jump out of the patch of grass. Hit it once more with a Poké Ball to catch it. Catch the Pokémon within the time limit and try for a high score.

- 5 Any Pokémon you catch will appear in your PC Box in *Pokémon White Version*. You may continue to play the Poké Transfer game on the Nintendo DS system with the DS Pokémon series Game Card inserted in it.



(The screen shown displays Pokémon being selected from *Pokémon HeartGold* and *SoulSilver Versions*.)



(The screens shown display the Poké Transfer minigame, capturing Pokémon from *Pokémon HeartGold* and *SoulSilver Versions*.)

You can connect to nearby Nintendo DS systems using Infrared Connection and Nintendo DS Wireless Communications. You can also connect to a person who lives far away by using Nintendo Wi-Fi Connection (Nintendo WFC). These communication features become available as you progress through the game.

Note: *Pokémon Black Version* and *Pokémon White Version* can communicate. Using Poké Transfer, *Pokémon Black Version* and *Pokémon White Version* can also communicate with *Pokémon Diamond*, *Pearl*, *Platinum*, *HeartGold*, and *SoulSilver Versions* (see page 24).

INFRARED CONNECTION (CONNECT TO FRIENDS FACING YOU)

- Battle: See pages 29 & 51
- Trade: See page 30

DS WIRELESS COMMUNICATIONS (CONNECT TO NEARBY NINTENDO DS SYSTEMS)

- Battle: See pages 38 & 51
- Trade: See page 38

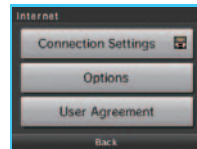
NINTENDO WI-FI CONNECTION (CONNECT TO FRIENDS WHO LIVE FAR AWAY)

- Battle: See pages 44, 46–47, 51 & 54
- Trade: See page 45 & 47–49


About the Internet User Agreement

When you first connect using the Nintendo Wi-Fi Connection, you will be asked to accept the “User Agreement” in the “Internet” section of the Nintendo DSi Menu. If you do not accept, you will not be able to connect to the Internet. For details, please consult the Nintendo DSi Operations Manual.

Note: This step is only necessary for Nintendo DSi or Nintendo DSi XL systems.





Tap the C-Gear button on the Touch Screen to use it. The C-Gear contains various functions for Infrared Connection, DS Wireless Communications, and Nintendo Wi-Fi Connection. Tap  for details.

Note: You will receive the C-Gear after progressing through the adventure to a certain point.

Note: The placement of the panels on the C-Gear may differ between players, but the functionality is the same.




TAG LOG

Nearby players will appear here during Tag Mode. Tap player names to view their total play time, where they are adventuring, and more. Your information will also be displayed to other nearby players. You can enter information about yourself, such as your job and hobby, by answering questions on a survey at "Passerby Analytics HQ" (see page 32). You can also set up your greeting there, which will be displayed to other players viewing the Tag Log.





 You can type a message that will be displayed to other players viewing the Tag Log.

 You can send your message of thanks that you entered at "Passerby Analytics HQ."

Note: Please do not send messages that may offend others. Be careful not to send personal information, such as real names, email addresses, phone numbers, or school names.

CUSTOMIZATION

Tap , then touch any space on the grid to change the placement of the Infrared Connection, DS Wireless Communications, and Nintendo WFC buttons. Tap  again to complete the customization.

ON / OFF

Tap  to turn the C-Gear on and off.

Note: When your C-Gear is turned on, your DS system's wireless communications are always on. Please turn the C-Gear off in places such as airplanes and hospitals where wireless communications are not allowed.

Note: When the C-Gear is turned on, closing the Nintendo DS system will not put it into Sleep Mode. However, if the Power Indicator LED turns red, the C-Gear will automatically turn off, and the Nintendo DS system will go into Sleep Mode.



When the C-Gear Is Turned Off

INFRARED CONNECTION

Use Infrared Connection to battle and trade with friends that are facing you. You can also exchange Friend Codes (see page 41) with other players and check your compatibility with others using Feeling Check. Choose the same button as your friend, and face your Nintendo DS systems toward each other to connect.

Note: It may be necessary to move the Game Cards closer together if you experience any difficulty exchanging information via Infrared Connection.





■ Battle

Choose whether to battle with two or four players. When battling with just two players, first choose the type of battle. When battling with four players, first split into two teams, decide who will become the Leader for each team, and have the two Leaders connect with each other. Then, choose Pokémon from your party or your Battle Box to participate in the battle.

Note: Battles using the Infrared Connection can use the Wonder Launcher, and Pokémon that participate will be set to Level 50 for the duration of the battle.

■ SINGLE BATTLE

Use one Pokémon each for the battle.

■ DOUBLE BATTLE

Use two Pokémon each for the battle.

■ TRIPLE BATTLE

Use three Pokémon each for the battle. The Pokémon's position in the battle will determine which of the opponent's Pokémon it can attack. Tap the "SHIFT" button to change its position.

■ ROTATION BATTLE

Choose one Pokémon to take the lead position and two Pokémon to stand on each side. The remaining party Pokémon will replace any of your Pokémon that faint in battle. At the beginning of each turn, you can tap the "ROTATION" button to choose one of your side Pokémon's moves. It will then rotate with the lead Pokémon and use the move you chose.




• Wonder Launcher


During Link Battles, the "LAUNCHER" button will appear at the bottom left of the Touch Screen. Below the button is a number that represents how much energy you have. Your energy will be charged at the beginning of each turn, and the number will increase to a maximum of 14. Tap the button to display a list of usable items and their energy costs. You can pay the energy cost to use an item to support you in battle.



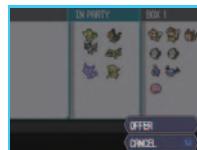
■ Trade

Your party Pokémon and PC Box will be displayed. Choose which Pokémon you wish to trade, and select "SHOW." The person you are trading with will then be able to see information about the Pokémon you chose. Tap  to search for a Pokémon by the first letter of its name.



Choose the Pokémon to offer in trade and then select "OFFER" to confirm. You can also use the stylus to move a Pokémon in any direction, then lift it to show the Pokémon to the person you are trading with. Tap  in the lower-right corner of the Touch Screen, then "OFFER" to offer it in trade.

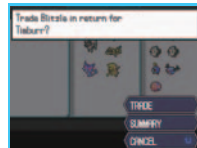
Note: If a Pokémon has learned a hidden move, it cannot be offered in trade directly from your party Pokémon. However, you can offer it in trade if it is in your PC Box.



The Pokémon each player chose to offer in trade will be displayed to the other player. Select "SUMMARY" to view the Pokémon's information and moves. Confirm that you want to trade for the Pokémon that the other player is offering, and touch "TRADE" to proceed.

Note: Pokémon that evolve by being traded will evolve after the trade is completed.

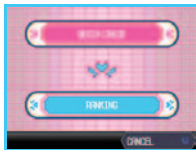
Note: Your game is saved once the trade has been completed or after the trade evolution occurs.





■ Feeling Check

To check how compatible you and your friend are, tap the “BEGIN CHECK” button and connect to each other using Infrared Connection. After completing the Rhythm Check and Sync Check, connect to each other once more using Infrared Connection, and your compatibility score will be displayed. Select “RANKING” to display the results of your top 30 Feeling Checks.




■ Friend Codes

Use Infrared Connection to exchange Friend Codes and register friends to your Pal Pad. You can also connect with registered friends to update their information.

Note: You can register up to 32 Friend Codes.

Note: If you exchange Friend Codes with someone who has not yet used Nintendo Wi-Fi Connection, that person's Friend Code will only be temporary. If that person then uses Nintendo Wi-Fi Connection and receives an official Friend Code, when you again exchange Friend Codes using Infrared Connection, that person may end up registered to your Pal Pad under two different Friend Codes.

◆ SURVEY RADAR

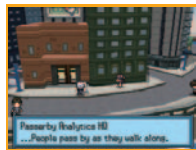
Tap  on the C-Gear to open the Survey Radar. The Survey Radar uses Tag Mode to automatically gather other players' opinions on the questions you selected in the “SELECT A SURVEY” menu. Select “CHECK SURVEY RESULTS” to view the results.

Note: At first, there is only one type of Survey available. After you join “Passerby Analytics” and receive questionnaire sheets, you will be able to choose different surveys in the “SELECT A SURVEY” menu.



■ Passerby Analytics

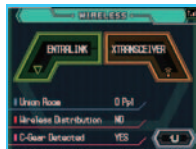
Passerby Analytics has its headquarters in Castelia City and is recruiting new statisticians. Become a statistician and accept Survey Requests from the leader. Select the requested Passerby Survey on the Survey Radar, and gather data from the required number of people in a head-count survey or gather data at the required time in a timed survey. Report the results of your survey to the leader and receive compensation for your efforts.



◆ DS WIRELESS COMMUNICATIONS

Use DS Wireless Communications to access the Xtransceiver (see page 33) and Entralink (see page 34). The following information about nearby DS Wireless Communications in progress is displayed on the Touch Screen.

- How many players are in the Union Room (see page 38)
- If any Mystery Gifts (see page 13) are being distributed via DS Wireless Communications
- If any nearby players have the C-Gear turned on





■ Xtransceiver

You can use the Xtransceiver to talk with up to three nearby friends. You can talk with friends who you've exchanged Friend Codes with using Infrared Connection, or with friends who you've played with in the Pokémon Wi-Fi Club. To call your friends, tap the Xtransceiver button and choose up to three friends, and then select "CALL FRIEND(S)." When you receive a call from a friend, the Xtransceiver button will flash, and you will hear a ringtone. Tap the button to answer the call. During conversations with friends, you can use the Touch Screen or various buttons to perform the following actions.



- (A), or (R)You can speak while pressing one of these. If another player is already holding one of these down, you cannot speak.
- or (B)Close the Xtransceiver.
- or (X)You can use Graffiti Mode to draw on the Touch Screen.
- SELECT, or STARTPause the video function of your camera.
-Touch the gauge on the top and bottom to change your voice.
-Change your video to appear in black and white, and more.
-Double the size of the video display. Only the caller can use this.

During conversations, the top screen will display video streams of all players using Nintendo DSi or Nintendo DSi XL systems. No video will be displayed for players using Nintendo DS or Nintendo DS Lite systems, or for players whose camera functions are restricted via Parental Controls, but these players can still use voice chat. Be careful to protect your privacy by not sharing any personal information when communicating on the Xtransceiver.

Note: When opening and closing the Xtransceiver, a sound will be played from the speakers of your Nintendo DS system regardless of the level you have adjusted the volume to or whether you are using headphones.

■ Entralink

The Entralink is an island located in the center of the Unova region. You can't walk there, but you can warp to it by touching "ENTRALINK" from the "WIRELESS" menu. You cannot warp to the Entralink from the inside of a building or from certain other locations. From the Entralink, you can cross a bridge and enter another player's world, where you can assist in his or her adventure.

Note: You cannot save your game or use Key Items and moves that can normally be used in the field when you're inside the Entralink.

Note: If another player is already inside your Entralink, you cannot warp to the Entralink.

• Bridges

There are bridges on the eastern and western (right and left) sides of the island. Stand on a bridge to automatically connect with a nearby player whose C-Gear is turned on. Check the Touch Screen to confirm the connection status, and then cross the bridge to enter that player's Entralink.



Note: You cannot connect to a player's Entralink if he or she is not in one of the eight surrounding towns and cities, one of the surrounding Routes, or if he or she is in the Entralink.

• Entree

The Entree is a mysterious tree that has Pass Powers, which can assist other people. There is one Entree in each player's Entralink. You can examine your Entree to see its status and register Pass Powers to your C-Gear. You can examine another player's Entree and receive missions that require you to assist that player. By completing these missions, your Entree's "Black Lv." or "White Lv." will rise, and other Pass Powers will become available.





• Another Player's Entralink

When you visit another player's Entralink, the top screen will change to black and white, and the Touch Screen will change to the screen shown below. You will take on the form of a different character, and can only stay inside the Entralink for a limited amount of time.

Entralink worlds you are connected to (up to three Entralink worlds, including your own)

Where other players you are connected to are at in-game



Where you can travel to by tapping the flashing icon

Mission details and time limit (only displayed before the mission)

• Missions

- 1 Examine another player's Entree and touch "ACCEPT A MISSION."

Note: You can only take on one mission at a time.

- 2 Tap one of the six icons to display the corresponding mission details on the top screen. Select a mission and select "BEGIN A MISSION."

- 3 The mission will begin. Your appearance will change depending on which mission you selected.

- 4 There are various types of missions, so please read the instructions at the beginning of the mission carefully. Complete the mission before the time limit reaches zero.

- 5 If you successfully complete a mission, you will receive Pass Orbs, and your Entree will gain a level.



- 6 You will return to your Entralink after either completing or failing a mission.

Note: If you are outside of the Entralink when another player begins a mission inside of another player's Entralink, the "WIRELESS" part of your C-Gear will begin to flash. If you tap the "WIRELESS" part of your C-Gear, the "ENTRALINK" button will display as "ENTRALINK MISSION" and the name of the player whose world the mission is taking place in will be displayed below it. Tap the "ENTRALINK MISSION" button to join the mission mid-way.


• Pass Power

This mysterious power, which comes in many different types, can be used by examining the Entree. There are stronger and weaker variants of the same type. When your Entree's "Black Lv." or "White Lv." rises, you gain access to new Pass Powers corresponding to the color. You can register Pass Powers to your C-Gear and activate them from the Tag Log screen. Pass Powers will also affect nearby players.

- 1 Examine your Entree, or another player's Entree, and touch "RECEIVE PASS POWER."

- 2 Choose a Pass Power, and touch "RECEIVE POWER" to register it to your C-Gear.

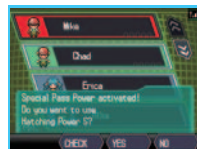
Note: You can only register one Pass Power to your C-Gear at a time.

- 3 Exit the Entralink, open up the Tag Log on the C-Gear, and tap . The Pass Power you registered will be displayed, so select "YES" to activate it.

Note: You need Pass Orbs to use a Pass Power on the Tag Log screen. You can get Pass Orbs by completing missions. You can also pick up Pass Orbs in various areas of the Entralink.

Note: If different types of Pass Powers are activated, their effects stack.

- 4 The Pass Powers will work on you, as well as on other nearby players who receive them. The duration of the effects may differ.



• Entree Forest

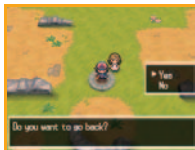
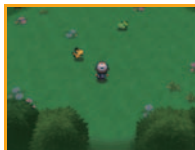
Pokémon that you met in the Pokémon Dream World (see page 54) will appear in the forest that covers the northern (top) part of the island. Talk to the Pokémon in the Forest Clearing to enter battle with them. Throw a Poké Ball to catch the Pokémon. (It will always succeed.) If you don't want to catch a Pokémon right away, you can move it to the Deepest Clearing, where it will wait for you.

A boy at the entrance of the forest will give you the items that you found in the Pokémon Dream World. After using Game Sync (see page 55) to wake your Pokémon up, be sure to talk to the boy and receive your items.

Note: When in another player's Entralink, you can see Pokémon in the Entree Forest, but you cannot catch them.

• How to Leave the Entralink

You can use the warp pad located in the southern (bottom) part of the island to warp back to the normal game world. You will return to the same location even if you use the warp pad in another player's Entralink.

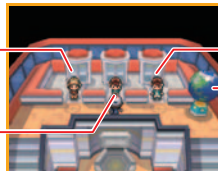


POKÉMON CENTER (2F)

There are various communication facilities on 2F of a Pokémon Center.

Union Room

Pokémon Wi-Fi Club
(see page 43)



Global Terminal (see page 46)


Geonet

POKÉMON WIRELESS CLUB UNION ROOM

When you use DS Wireless Communications and enter the Union Room, other nearby players who have also entered the room will appear. You can battle, trade, or enjoy drawing or chatting with other players here. Visit the receptionist at the Union Room counter and select "Info," or speak to the staff inside for details.

Note: To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, email address, or home address when communicating with others or use such personal information in areas that will be seen by others.

GEONET

Geonet is a globe that displays a map of the locations of all the people you have traded Pokémon with. Move the cursor over a point and press  to view the location name. Select "Register" to register your location on the map.

Note: Once you've completed registration, your location cannot be changed.

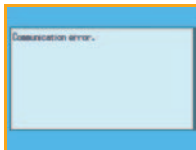
Note: To access Geonet, you must first set up Nintendo Wi-Fi Connection (see page 40).



NINTENDO WI-FI CONNECTION

COMMUNICATION ERROR

In the case of a communication error (for example, see right), press **A** or **B** to be returned to where you were just before the communication error occurred, or you will be returned to the last place you saved.



ESTABLISHING THE NINTENDO DS WIRELESS LINK (NINTENDO DS WIRELESS PLAY)

To establish your Nintendo DS Wireless Link for Nintendo DS Wireless Play:

What You Will Need

- ☐ Nintendo DS/Nintendo DS Lite/Nintendo DSi/Nintendo DSi XL system.....
One per player (up to 5 systems)
- ☐ *Pokémon Black Version* Game Card or *Pokémon White Version* Game Card
One per player (up to 5 Game Cards)

Steps

- 1 Make sure that all Nintendo DS systems are turned off, then insert a Game Card into each system.
- 2 Turn all Nintendo DS systems on.
- 3 The Nintendo DS Menu Screen will be displayed. Tap “Pokémon Black Version” or “Pokémon White Version.”
- 4 Follow the instructions on page 26.

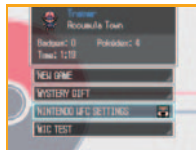
Nintendo Wi-Fi Connection (Nintendo WFC), allows multiple *Pokémon White Version* owners to play together over the Internet—even when separated by long distances.

Note: When you use Nintendo WFC, your Trainer name and Pokémon nicknames will be shown to people all over the world. As players are free to choose their own names, do not use any personal information or offensive language.

Note: Nintendo WFC may discontinue service at any time without warning. We ask for your understanding.

SETTING UP NINTENDO WI-FI CONNECTION

- 1 You will need to establish a broadband connection to use Nintendo WFC. If you have a Nintendo DS or Nintendo DS Lite system, select “NINTENDO WFC SETTINGS” from the Main Menu to access Nintendo WFC configuration. If you have a Nintendo DSi or Nintendo DSi XL system, select “System Settings” from the Nintendo DSi Menu, then “Internet,” and finally “Connection Settings” to access Nintendo WFC configuration. You must review and agree to the user agreement for Nintendo DSi network services (see page 26). Please see the Nintendo WFC instruction booklet, also available at www.nintendo.com/consumer/manuals, if you need directions on setting up your Nintendo DS system.



Title Menu

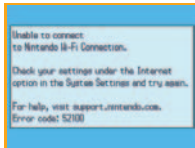
Note: If you change the combination of your Nintendo DS system and *Pokémon White Version*, you need to do the setup again to connect. The registration on the Pal Pad (see page 41), and your Rating (see page 54) will also be deleted unless you do the following. Select “Transfer Nintendo WFC Configuration” from the “Options” menu in the “NINTENDO WFC SETTINGS” menu on the Nintendo DS or Nintendo DS Lite, or from the “Options” menu in the “Internet” menu on the Nintendo DSi or Nintendo DSi XL systems to transfer your settings to another Nintendo DS system.

- 2 Connect via the Pokémon Wi-Fi Club on 2F of a Pokémon Center, or by selecting “ONLINE” on your C-Gear to obtain your own Friend Code.

Note: In order to connect with your friend through the Pokémon Wi-Fi Club, you need to first register his/her Friend Code.

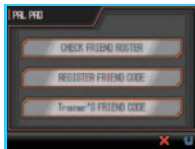
■ WHEN YOU CANNOT CONNECT

If you are unable to connect to Nintendo Wi-Fi Connection, you will see an error code and message. If this happens, please see the Nintendo Wi-Fi Connection instruction booklet, available at www.nintendo.com/consumer/manuals.



■ PAL PAD

Register Friend Codes either by opening the Pal Pad from the Key Items Case of the Bag and manually entering the Friend Codes of your friends, or by opening the Infrared Connection menu of your C-Gear and selecting "FRIEND CODE" to exchange Friend Codes using Infrared Connection.



■ Register a Friend Code

You can register up to 32 Friend Codes.

Note: The Friend Code is designed as a safety precaution, allowing play only with people you personally know well. Posting your Friend Code on an Internet Message Board or trading it with strangers can result in receiving modified data or viewing offensive language. Please do not share your Friend Code with people you do not know.

■ Your Friend Code

After connecting to Nintendo WFC at least once, you can check your Friend Code.

Note: If you switch the Nintendo DS system you use, or erase your saved game and start over from the beginning, your Friend Code will be erased. Additionally, any friend data you have registered in your Pal Pad will also be erased.

■ Nintendo Wi-Fi Connection

Nintendo Wi-Fi Connection allows multiple *Pokémon White Version* owners to play together over the Internet—even when separated by long distances.

- To play Nintendo DS games over the Internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game for directions on setting up your Nintendo DS.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL Internet account.
- If you do not have a wireless network device installed on your PC, see the separate Nintendo WFC instruction booklet for more information.
- Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using the Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC compatible games at selected Internet hotspots without additional setup.
- The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at www.nintendo.com/games/wifi/ds.

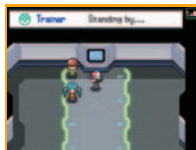
Note: Please note that the nickname you use and the name of your maps will be seen by others when playing multiplayer games using Nintendo WFC.

Note: To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, email address, or home address when communicating with others or use such personal information in areas that will be seen by others.

For additional information on the Nintendo WFC, setting up your Nintendo DS, or a list of available Internet hotspots, visit www.nintendo.com/games/wifi (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).



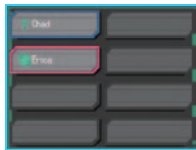
Speak with the receptionist at the middle desk on 2F of any Pokémon Center (see page 38). Once you have successfully connected to Nintendo WFC, you will be able to enter the Pokémon Wi-Fi Club. At the Pokémon Wi-Fi Club, you can connect to others to battle, trade, use voice chat, or use the Xtransceiver. If you operate the monitor inside the room, you can seek participants for what you'd like to play, or you may play with your friends by talking to them directly. Leave the room to exit the Pokémon Wi-Fi Club.



Note: The Pokémon Wi-Fi Club is a facility where you can play with friends registered to your Pal Pad. If you do not have any friends registered to your Pal Pad, you cannot enter the Pokémon Wi-Fi Club.

YOUR FRIEND'S STATUS

Touch one of your friends' names displayed on the Touch Screen to display information about them. Tap the icon next to your friend's name to display his or her status.



Standing By/Already Connected with Another Player

Voice Chat Off

Looking to Voice Chat/Voice Chatting

Looking to Use Xtransceiver/Already Using Xtransceiver

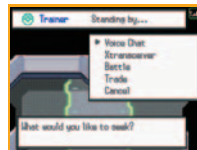
Looking to Battle/In Battle

Looking to Trade/Trading

Note: If you try to connect to a player under poor connectivity conditions, the game may stop responding without going to an error screen. In such cases, please turn off your Nintendo DS system, then turn the power back on.

VOICE CHAT

You can use the microphone to enjoy voice chat with friends. To start a voice chat session, press **A** to speak to a friend who is looking to voice chat or is on standby. Alternatively, you can select "Voice Chat" on the monitor and wait for a friend to ask you to voice chat.



Note: You cannot use voice chat with friends who have it turned off. To turn voice chat on and off, press **X** while inside the Pokémon Wi-Fi Club.

Note: If the volume is too loud, reduce the volume on the Nintendo DS system.

Note: Be careful to protect your privacy by not sharing personal information about yourself in voice chat.

XTRANSCEIVER

To start a Xtransceiver session, press **A** to speak to a friend who is looking to use Xtransceiver, or is on standby. Alternatively, you can select "Xtransceiver" on the monitor and wait for a friend to ask you to use Xtransceiver. While inside the Pokémon Wi-Fi Club, you can only use Xtransceiver with one friend. For details, please see page 33.

Note: You cannot use Xtransceiver with friends who have voice chat turned off.

Note: Be careful to protect your privacy by not sharing personal information about yourself on the Xtransceiver.

BATTLE

If you use Flat Battle rules, certain Pokémon become restricted, the number of Pokémon you can use in a battle is restricted, and all Pokémon above Level 50 temporarily become Level 50 for the battle. You can also choose whether or not to use the Wonder Launcher. For more information about battle formats, please see page 29. After choosing the battle format, select "Confirm."

TRADE

Trades take place in the Pokémon Wi-Fi Club using Negotiation Trade. Both players select up to three Pokémon to offer to each other at once. Then, both players select one Pokémon that they want from each other's Pokémon to complete the trade. Tap one of the 🍀 🍀 🍀 🍀 buttons on the Touch Screen, and it will be displayed on the top screen. Use this to communicate your feelings to the other player.

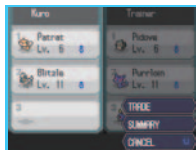
Note: You must have at least two Pokémon in your party to trade.

- 1 Select a Pokémon that appears on the Touch Screen to display its information. Tap 🗂️ to switch to the move view. To offer the Pokémon in trade, tap "SHOW," and it will appear on the top screen. You can use the stylus to slide Pokémon to the top screen as well.



Pokémon moved to the top screen become partially transparent on the Touch Screen. If you change your mind, select the Pokémon on the Touch Screen once more. Once you have decided on which Pokémon to offer in trade, tap 🗂️.

- 2 The Pokémon that each player chose to offer in trade will be displayed on both players' Touch Screens. Select a Pokémon and tap "SUMMARY" to view its information and moves. If you want that Pokémon, tap "TRADE" to proceed. If both players tap "TRADE," the trade will complete. If you want to start over and choose different Pokémon to offer in trade, select "CANCEL."



Talk to the man on the right side of 2F in any Pokémon Center (see page 38) to access the Global Terminal. Using Nintendo WFC, you can have a Random Matchup battle with other Trainers from all over the world or trade Pokémon over the GTS.

Note: You do not need to register Friend Codes to use the Global Terminal.

Note: You gain access to the Musical Photos feature once you get both the Prop Case and the Vs. Recorder (see page 23), and progress in your adventure to the point where you can enter the Musical Theater.

Note: You gain access to the Battle Video feature once you progress in your adventure and get the Vs. Recorder.

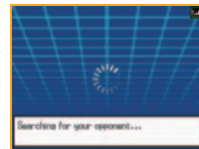
Note: Uploaded data may be deleted at any time without warning.



RANDOM MATCHUP

Choose a battle format and rules to begin a battle with a Trainer from somewhere in the world. When you are connected with Nintendo WFC and the "Searching for your opponent..." message is displayed, you can press B to cancel the search and return to 2F of the Pokémon Center.

All Pokémon above Level 50 temporarily become Level 50 during Random Matchup battles. Pokémon will return to their normal levels after the battle ends. There is a time limit for choosing which Pokémon will participate in the battle, and when giving commands to your Pokémon in battle. When the time limit is up, a move will automatically be chosen for your Pokémon, so be careful of the time limit. Battles also have time limits. If a battle does not end within the time limit, a winner will be decided then.





■ Battle Formats

The five different battle formats are: Single Battle, Double Battle, Triple Battle, Rotation Battle, and Launcher Battle. Select “Rules” for more information about each one.



■ Battle Modes

FREE MODE

Enjoy casual battles against other Pokémon Trainers.

RATING MODE

You gain access to this mode after registering on the Pokémon Global Link (see page 52). Rating Mode is for Trainers who want to master Pokémon battles. Your Rating starts at 1,500 and it will rise or fall depending on your wins and losses. You are matched with other Trainers who have a Rating similar to yours, so the higher your Rating is, the stronger your opponents will be.

Note: If you switch the Nintendo DS system you use and use Nintendo WFC, your Rating will be lost (see page 40).

Note: Your Rating may drop if you lose your connection by getting a communication error during a Rating Mode battle.

GLOBAL TRADE STATION (GTS)

■ GTS

There are two ways to trade Pokémon through the GTS. One is to deposit the Pokémon you would like to offer in trade, and the other is to search for Pokémon you want from other players.

Note: Pokémon successfully traded or left for too long of a time on the GTS will not return.

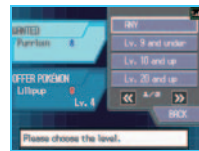
• Deposit Pokémon

Deposit Pokémon you would like to offer for trade. Then, enter conditions (gender, level, etc.) for the Pokémon you would like to receive in trade for the Pokémon you deposited. When someone accepts your conditions, your Pokémon will automatically be traded. If your Pokémon hasn't been traded yet, you'll see “SUMMARY” in the menu. Select “TAKE BACK” if you want to take back your Pokémon.

Note: Only Pokémon that are already recorded in your Pokédex can be entered as conditions for a GTS trade.

Note: After you deposit a Pokémon, you do not have to be connected to Nintendo WFC to complete the trade.

Note: There is a chance a Pokémon might disappear if you don't connect to the GTS for a long time.



• Seek Pokémon

You can search for Pokémon you want from the Pokémon deposited by other players. Enter the conditions of a Pokémon you want to search for and tap “SEARCH.” If a Pokémon that matches your conditions is found, the name of the player who deposited it will be displayed on the top screen. Tap “SELECT” to see what Pokémon that player wants in trade. If you want to trade, press (A) and choose a Pokémon in your party or PC Box that meets the player's conditions. If you do not want to trade, press (B) to cancel the trade.

Note: Only Pokémon that are already recorded in your Pokédex can be entered as conditions for a GTS search.





■ GTS Negotiations

With GTS Negotiations, you determine trading conditions on what kind of Pokémon you'd like to trade. If you find a person with the matching conditions, you may proceed to a Negotiation Trade (see page 45). You can perform a Trade Rendezvous, where you can meet a person with whom you traded before.

Note: In GTS Negotiations, you can only show Pokémon to another player twice.

• Trade with Anyone

Enter your conditions for trading and tap "SEARCH" to find another player who meets your conditions. You can tap "CANCEL" while searching to cancel the search. You can enter the level range of Pokémon you want to trade for, what kind of Pokémon you want to trade for, and what kind of Pokémon you will offer in trade. The level range is just a guideline, and Pokémon outside of the indicated level range can be traded, as well.



• Trade Rendezvous


A list of all the players you have traded with through Infrared Connection, Pokémon Wi-Fi Club, Union Room, GTS, and GTS Negotiations will be displayed. Select the player you want to trade with and tap "YES." If that player taps "TRADE RENDEZVOUS," you will be matched up with that player and may proceed to a Negotiation Trade. Tap "RENDEZVOUS WITH ANY," and you will be matched with another player in the list who is also using the Trade Rendezvous feature.

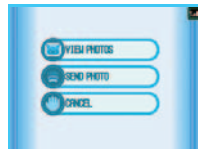


◆ MUSICAL PHOTOS

You can send pictures of your Pokémon Musicals to other players and view their pictures, too.

■ View Photos

Search for a Pokémon by the first letter of its name. Select the Pokémon to see its Musical Photos. Tap  to display the next picture. Tap "VIEW PROFILE" to view the profile of the Trainer who sent the picture.



◆ BATTLE VIDEOS

You can send your Battle Videos to other players and view their Battle Videos, too. Battle Videos will be assigned a 12-digit number. You can pass this number to friends so they can find your Battle Video.

■ View Battle Videos

You can search Battle Videos by ranking, battle facility, or Pokémon name. You can also manually enter a Battle Video's assigned number to view it. Slide the bar on the Touch Screen to scroll up and down through the rankings on the top screen.



BATTLE SUBWAY

The Battle Subway is a subway for Trainers to wage battle in. There are seven lines in total, and Trainers who win seven consecutive battles in a train line will receive Battle Points (BP), which can be exchanged for items, TMs, and more at the Exchange Service Corner. Each Pokémon in your party must be a different Pokémon, and all Pokémon will have their level temporarily set to 50 during Battle Subway challenges. (Their level will return to normal once the challenge is over.) In addition, the held items of your party Pokémon must all be different.

Note: Eggs in your party, as well as some specific Pokémon, cannot participate in the Battle Subway.

SINGLE TRAIN

Use three Pokémon for a Single Battle.

DOUBLE TRAIN

Use four Pokémon for a Double Battle.

MULTI TRAIN

Two players use two Pokémon each for a Multi Battle. You can use the Infrared Connection or DS Wireless Communications to play with a friend. If you play alone, a character in the game will battle alongside you.

Wi-Fi TRAIN

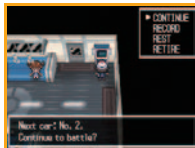
Use three Pokémon for a Single Battle against a Trainer whose data you download using Nintendo WFC. Send your battle results over Nintendo WFC, and you may encounter your own Trainer data as an opponent! If you continue to win, your rank will rise and you will be matched with even stronger opponents. You can only board the Wi-Fi Train after completing the main story.

SUPER TRAINS

If you beat all the opponents in Single Train, Double Train, or Multi Train, you will unlock their Super version. You can only board these three Trains after completing the main story.

After each battle, you can select "REST" to save your game and return to the title screen. Continue your game and speak to the person on the platform to resume from where you left off. Select "RECORD" to save a Battle Video of the battle.

Note: You will lose your progress if you quit without saving.



POKÉMON GLOBAL LINK

The Pokémon Global Link is a website that connects with *Pokémon Black Version* and *Pokémon White Version*. Two of the primary services of the Pokémon Global Link are the Pokémon Dream World and the Global Battle Union. Visit the Pokémon Global Link website at:

www.pokemon-gl.com.



Pokémon Global Link Page
(website screen)

Note: The Pokémon Global Link is a membership-based service offered to Pokémon Trainer Club members. You must become a Pokémon Trainer Club member to use the Pokémon Global Link. Visit the official Pokémon website to become a member of the Pokémon Trainer Club at www.pokemon.com.

Note: You must have a computer with Internet access to use the Pokémon Global Link.

Note: The Pokémon Global Link consists of additional content made to increase your enjoyment of *Pokémon Black Version* and *Pokémon White Version* and is completely optional. The Pokémon Global Link does not affect the progression of the main story in any way.

Note: Using Game Sync (see page 55) uploads a portion of your save data to the Pokémon Global Link.





REGISTERING YOUR GAME SYNC ID

In order to enjoy the contents of the Pokémon Global Link that connect with your game, you must first register your Game Sync ID.

- 1 Set up your Nintendo Wi-Fi Connection (see page 40) to connect to the Internet at home.
- 2 Select "GAME SYNC SETTINGS" from the Main Menu (see page 13) or "GAME SYNC" from the "ONLINE" menu of the C-Gear, and connect to Nintendo WFC to receive a Game Sync ID.
- 3 Log in to the Pokémon Global Link using your Pokémon Trainer Club account, and then register your Game Sync ID.

Note: You will receive the C-Gear after reaching a certain point in your adventure.

Note: You can register one Game Sync ID for *Pokémon Black Version* and one Game Sync ID for *Pokémon White Version* to your Pokémon Trainer Club account on the Pokémon Global Link. If you have multiple copies of *Pokémon Black Version* and *Pokémon White Version*, please choose one copy of each to register your Game Sync ID.

Note: Game Sync IDs cannot be changed once registered.



(Website screen)

POKÉMON DREAM WORLD

You can access the Pokémon Dream World from the Pokémon Global Link. Use Game Sync (see page 55), and your Pokémon will appear in the Pokémon Dream World. In the Pokémon Dream World, you can customize your home, and play minigames to befriend Pokémon. You can receive the Pokémon you befriended and the items you picked up in the Pokémon Dream World if you visit the Entralink (see page 34) after using Game Sync to wake up your Pokémon. For details, please read the "Entree Forest" section on page 37.


GLOBAL BATTLE UNION

After registering your Game Sync ID to the Pokémon Global Link, you gain access to "Rating" in the "Random Matchup" menu of the Global Terminal (see page 46).

If you use Nintendo WFC and battle in Rating Mode, you will be able to view other Trainers' Battle Rankings and Ratings. You can also enter competitions via Nintendo WFC if there are any being held.



GAME SYNC

Touch "GAME SYNC" from the "ONLINE" menu of the C-Gear to make Pokémon in your PC Box go to sleep or wake up. If you visit the Pokémon Dream World while your Pokémon is asleep, you will be able to play in that Pokémon's Dream World. You can make the items you found and the Pokémon you befriended while in the Dream World appear in your game. After waking your Pokémon up, visit the Entree Forest (see page 37) and talk to the boy at the entrance to receive your items. Tap  to access Nintendo WFC configuration. If you have a Nintendo DSi or Nintendo DSi XL system, select "System Settings" from the Nintendo DSi Menu, then "Internet" to access Nintendo WFC configuration.

Note: Game Sync can only be used once per day.

■ Tuck In Your Pokémon

Tap "GAME SYNC" on your C-Gear, and connect to Nintendo WFC. Choose a Pokémon from your PC Box, and that Pokémon will go to sleep.

Note: Some Pokémon will not go to sleep. Please choose another Pokémon in such cases.

■ Wake Your Pokémon Up

Tap "GAME SYNC" while your Pokémon is asleep, and connect to Nintendo WFC to wake your Pokémon up.

Note: You cannot wake your Pokémon up while you are playing in the Pokémon Dream World.



TROUBLESHOOTING

Q

Why can't I use Game Sync even though I haven't used it yet today?


A

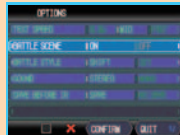
There are certain game features, such as Game Sync, that require a certain amount of time to pass before you can access them again. If you change your Nintendo DS system with another Nintendo DS system, or change the time or calendar setting of your Nintendo DS system, you may temporarily lose access to these features. In order to access these features again, you must wait 24 hours or more after saving your game, without changing your Nintendo DS system, the time setting, or the calendar setting.

Q

Why have my Pokémon's move animations stopped displaying?

A

If, during battle, your Pokémon's moves stop displaying their animations, press  to open the menu while in the field, select "OPTIONS," and change "BATTLE SCENE" to "ON."



Q

Why did my Pokémon get hit by a move that shouldn't have worked?

A

There are some special situations in which moves that normally shouldn't work, will work. For example, even if your Pokémon is using the move "Fly," the opponent's Pokémon will still be able to hit your Pokémon if they have the "No Guard" Ability.



STAFF LIST

Q

I want to catch a certain Pokémon, but it keeps running away. How can I catch it?

A

There are some Pokémon that try to run away as soon as a battle begins. In such cases, try using a Pokémon that has moves or Abilities that prevent the opponent from running away. Searching for Pokémon that have such moves and Abilities is another way to enjoy your adventure.



Q

I keep getting connection errors. What should I do?

A

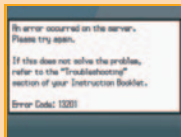
Check the error code and try one of the following:

• **Error Codes: 13201–13210**

If you receive one of these error codes, it means that there are problems with the Pokémon Global Link website. For help with these error codes, please go to the Pokémon Global Link customer support website at <http://support.pokemon.com>.

• **Other Error Codes**

Please consult the Troubleshooting section of the Nintendo WFC instruction booklet.



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